

* This is actually journal 5! I somehow skipped over this one, so journals 5 and 6 are really journals 6 and 7 :)

"Production of Errors"

"Using text-to-speech and voice recognition software, the machines endlessly transcribe written sentences into spoken word and then back again. Here you can see their production of poetic errors. The cascade begins with "It can only be attributable to human error" and builds in absurdity in this game of telephone."

Jürg Lehni's 2007 project *Apple Talk* experimented with text-to-speech software and computer voice recognition to create a collection of sentences that have been put through a game of digital telephone. I feel like this project is extremely relevant to the current widespread interest in AI. It is everywhere, and it has started to become more intricate as people continue to experiment with it. As shown in the 2007 project, these kinds of software can be prone to experience more errors the more information is given. I think it will be interesting to see how AI develops in order to handle the constant flow of information that it might be given. I know that some floating around are already pretty impressive, but I know that people will take it further- whether that is a good thing or not.